

FIG.1

FIG.2

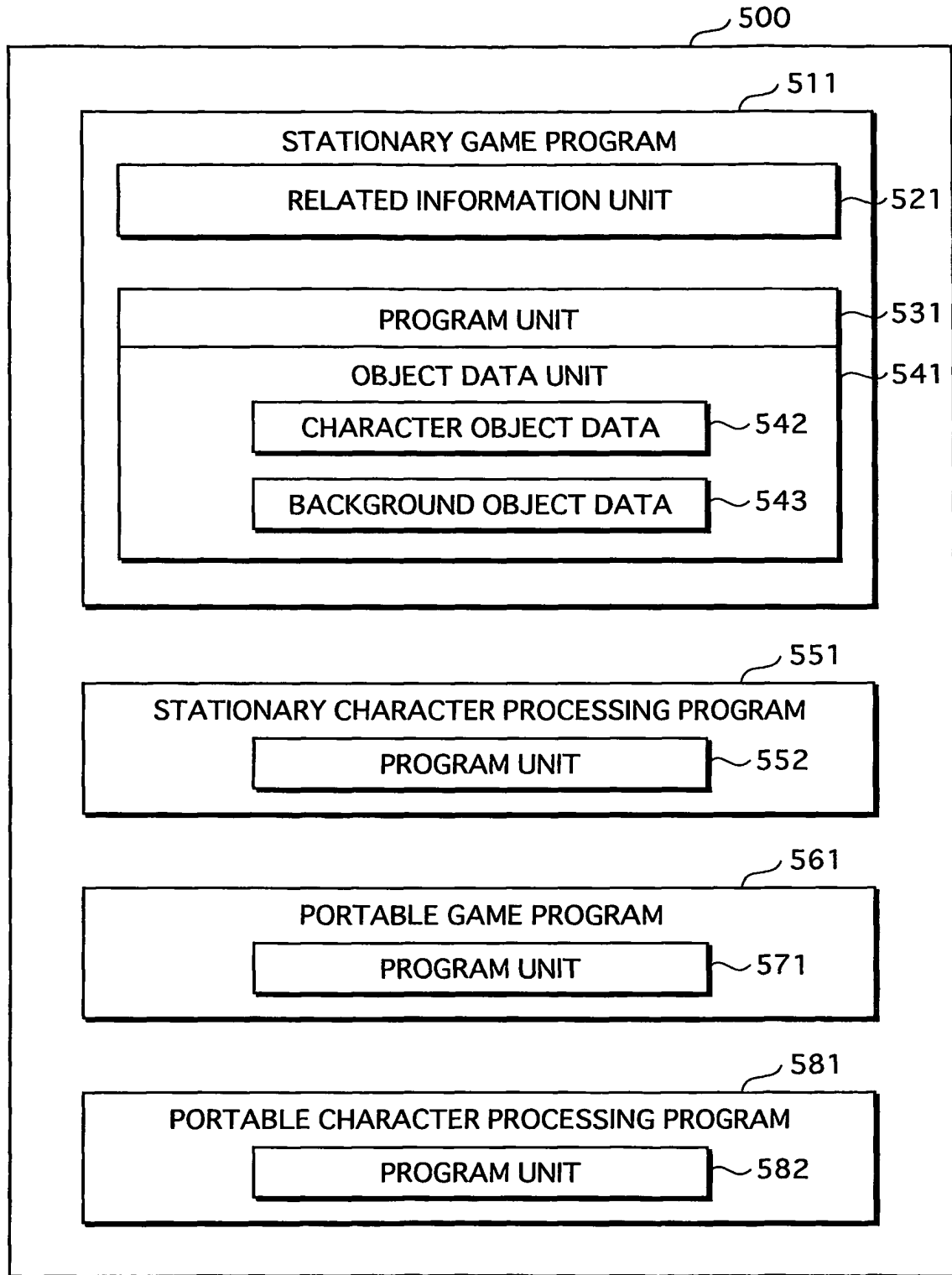


FIG.3

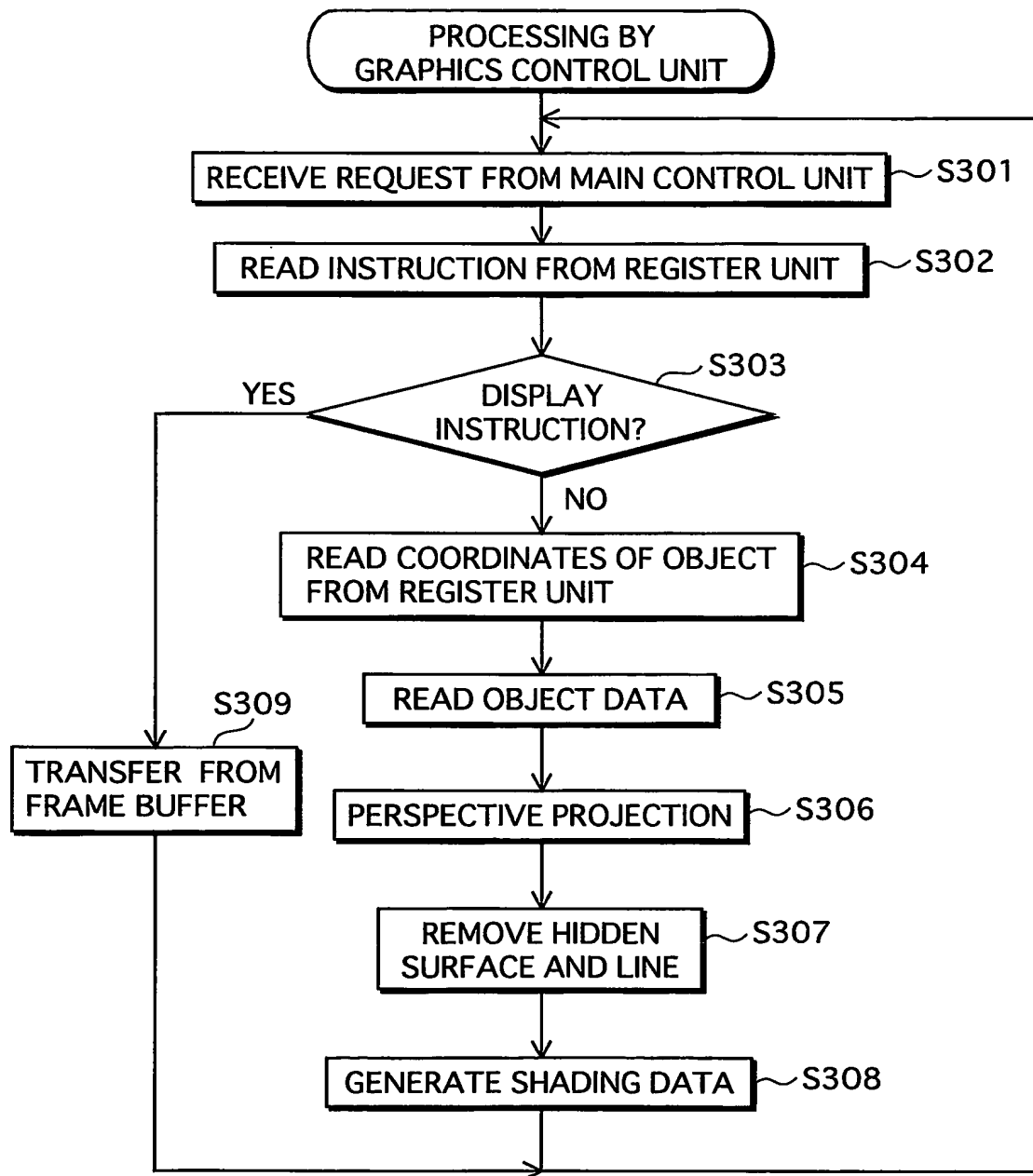
STATIONARY IMAGE GENERATION PROGRAM

FIG.4

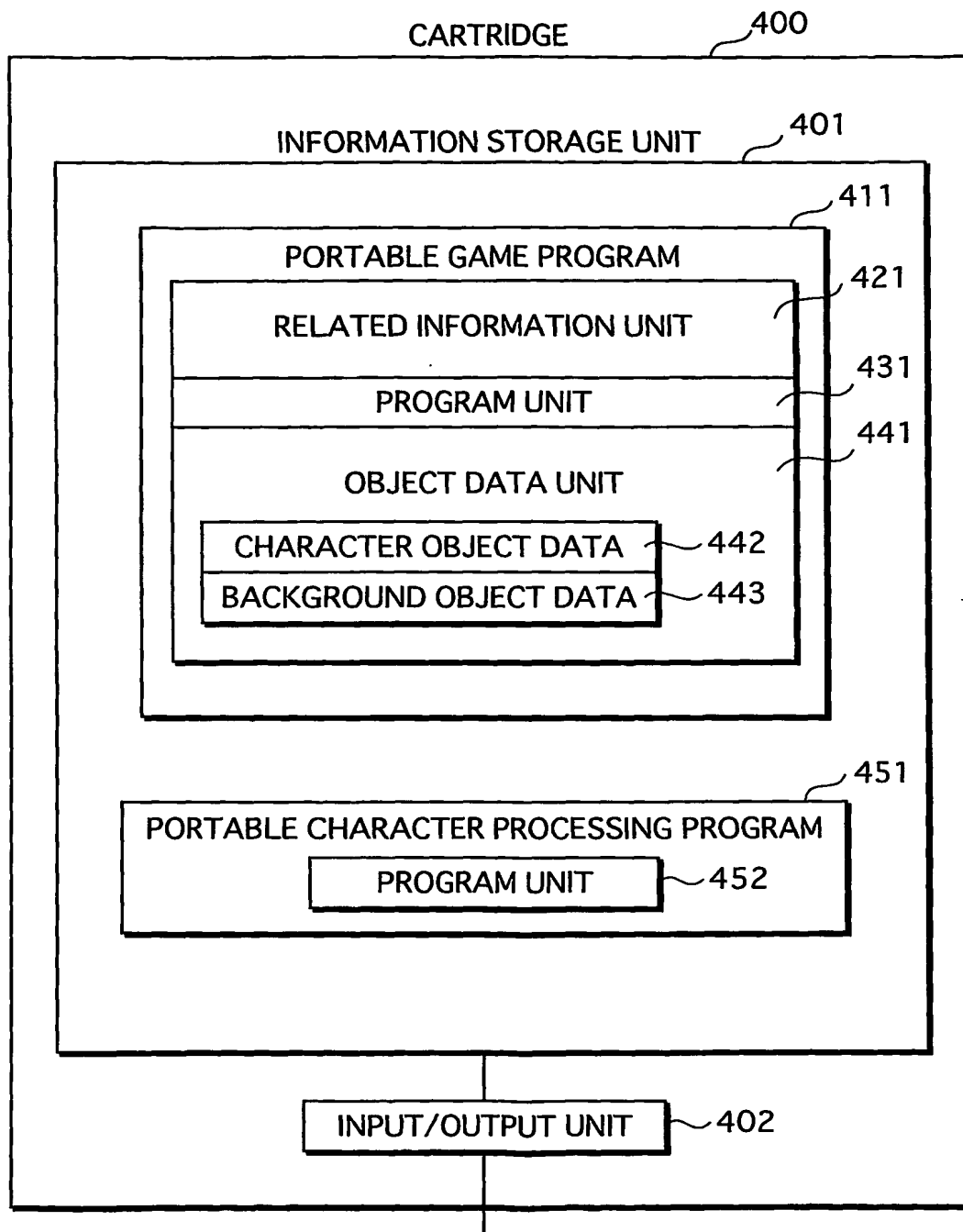


FIG.5

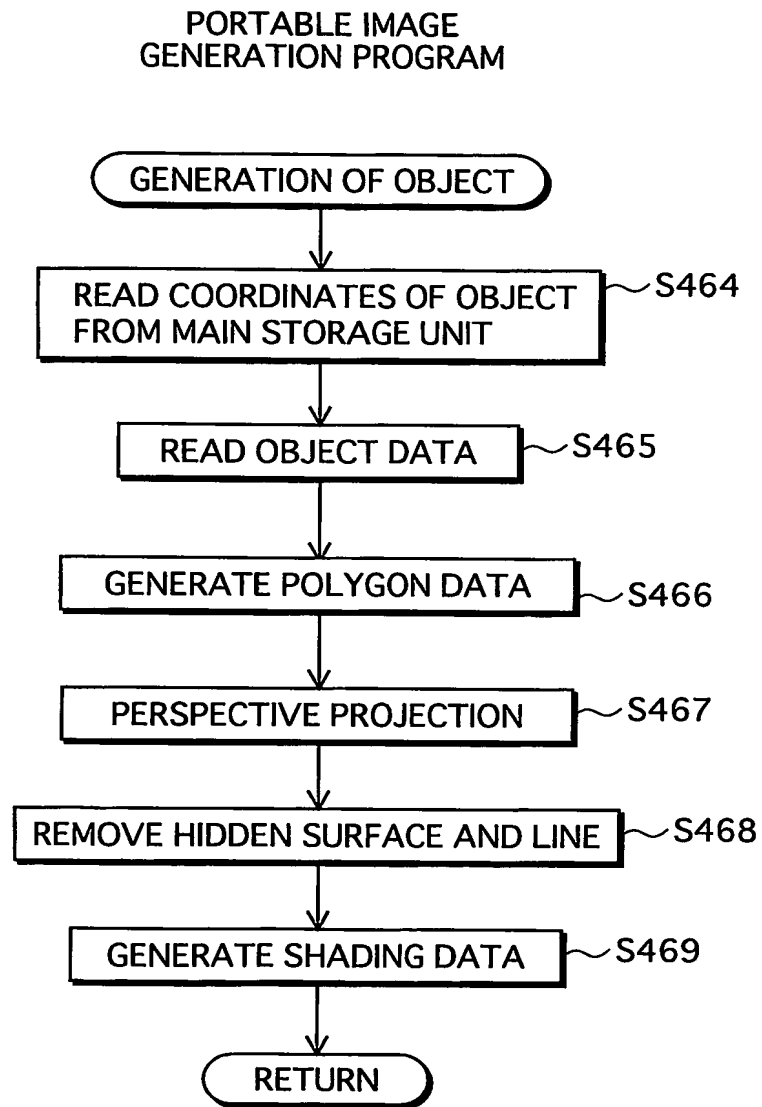


FIG.6

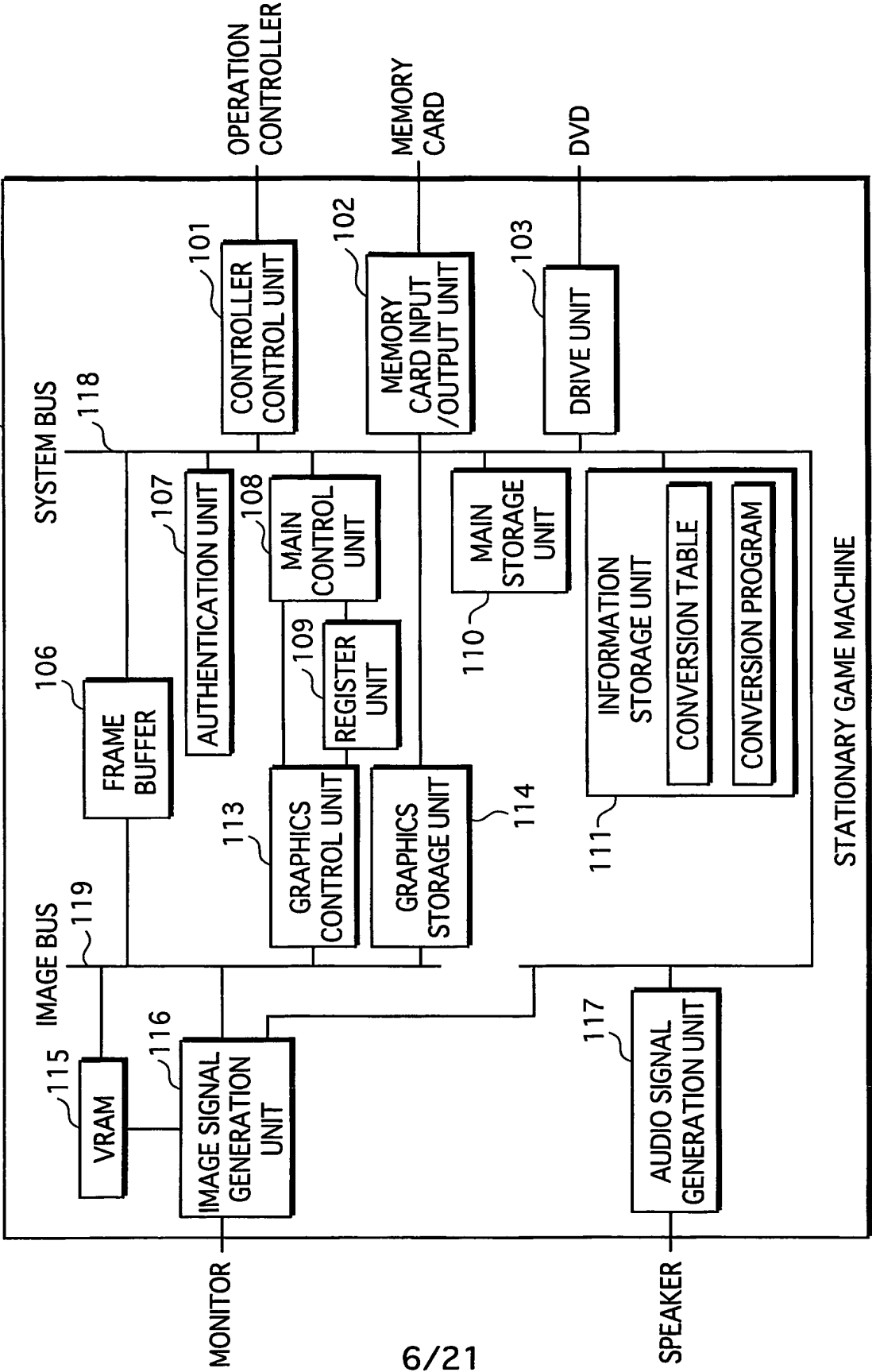


FIG.7

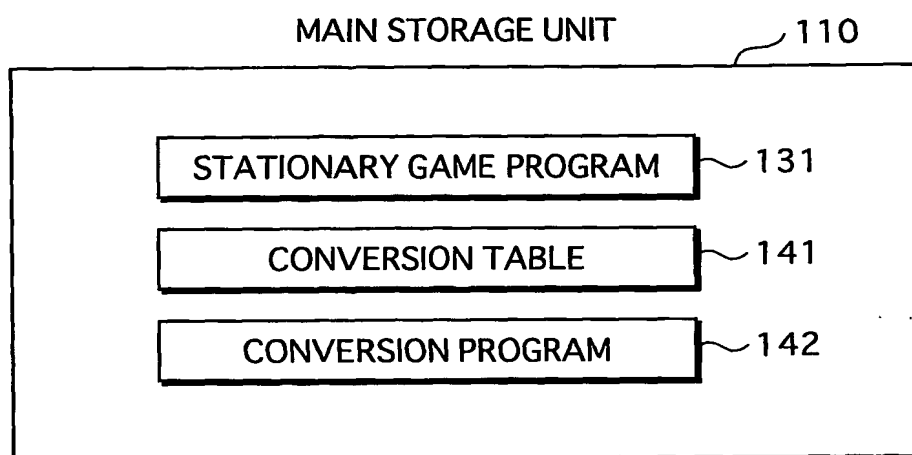


FIG.8

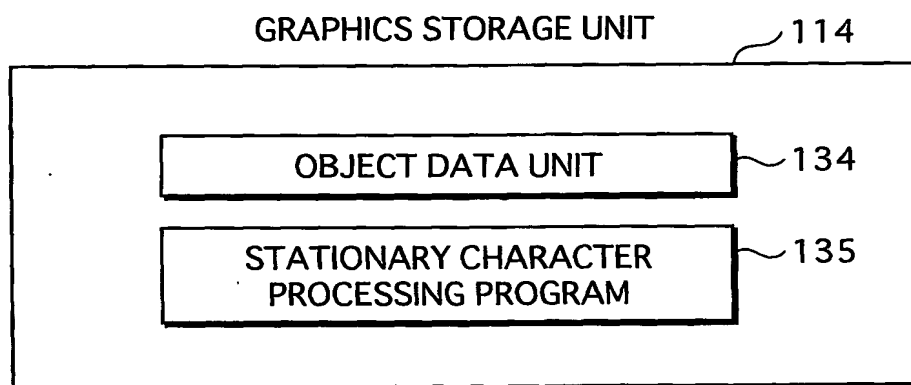




FIG.9

CONVERSION TABLE				
PIXEL SIZE	ROUGHNESS 1		ROUGHNESS 2	
	RL	Nmax	RL	Nmax
.	.	.	.	.
.	.	.	.	.
.	.	.	.	.

FIG.10A

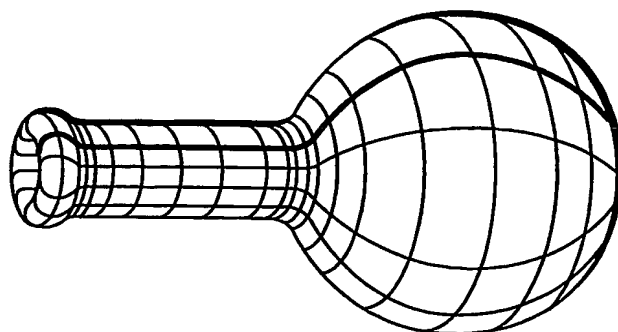


FIG.10B



FIG.10C

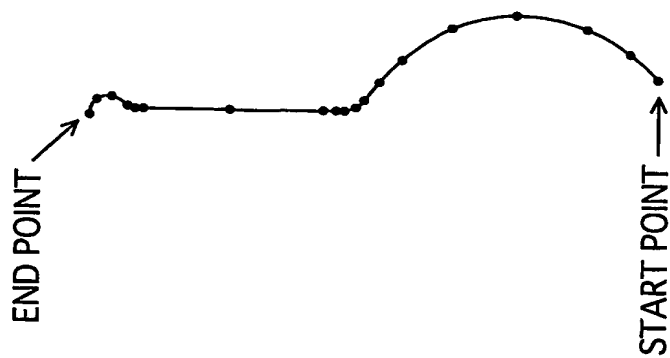


FIG. 11

## CONVERSION OF OBJECT DATA

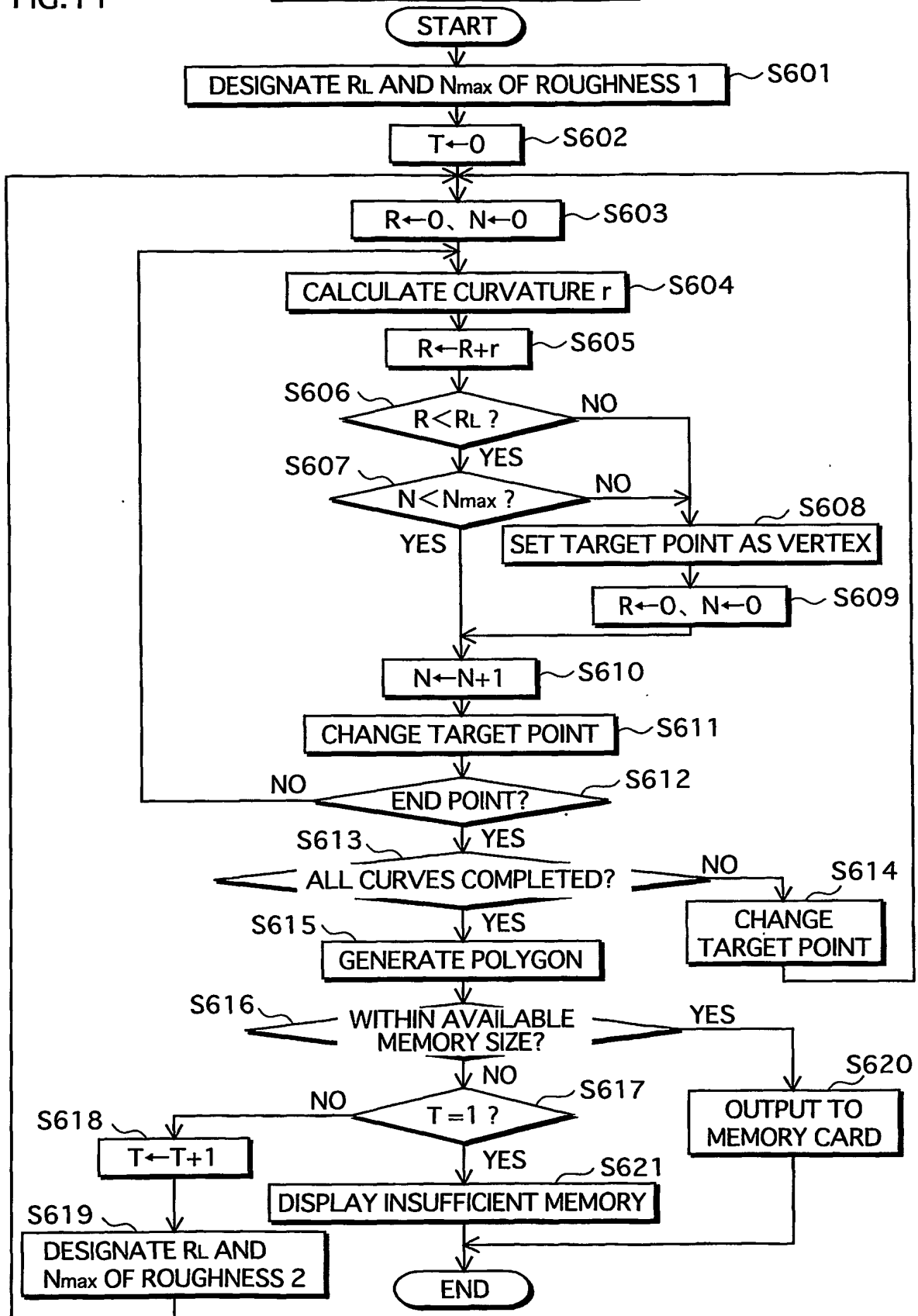


FIG.12

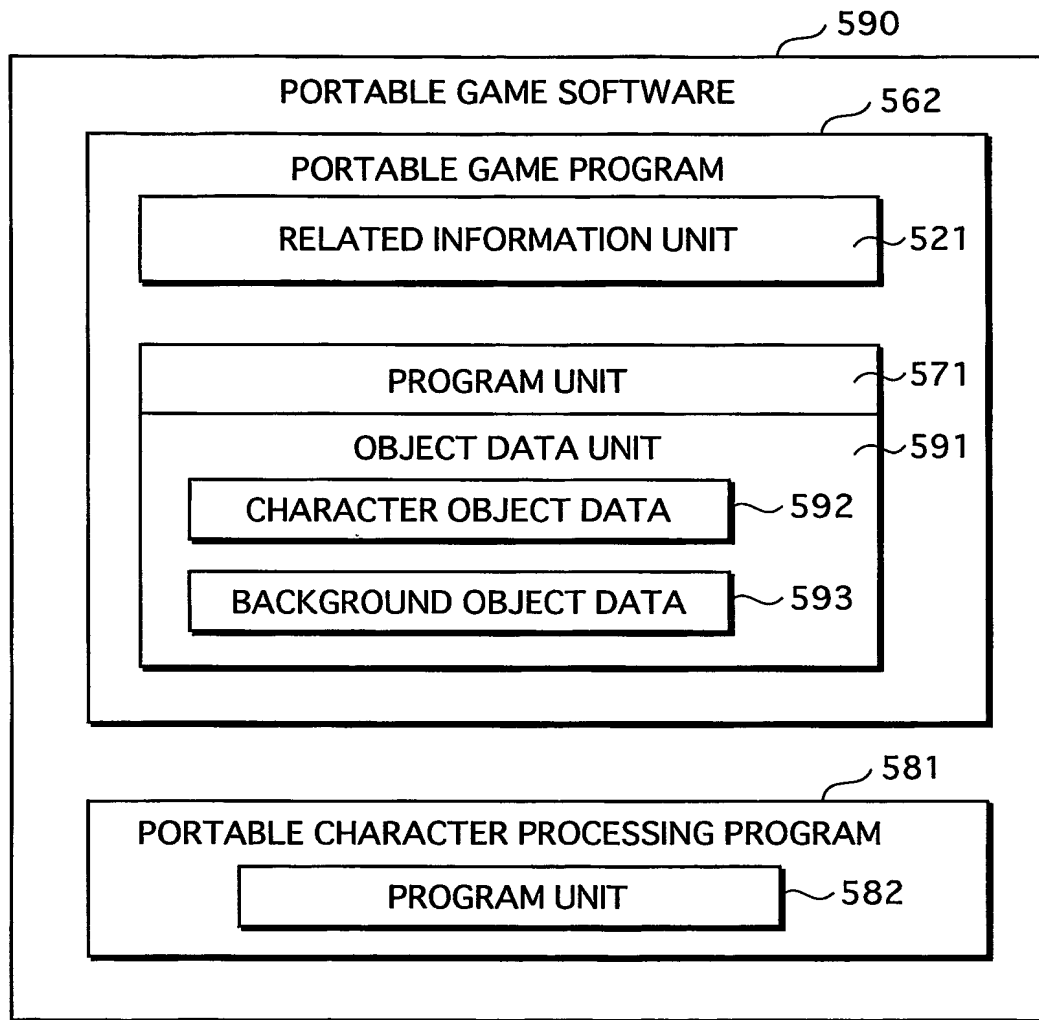


FIG.13

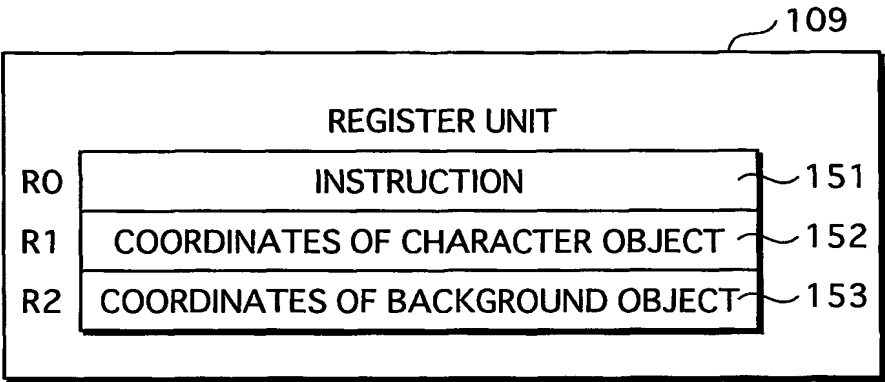
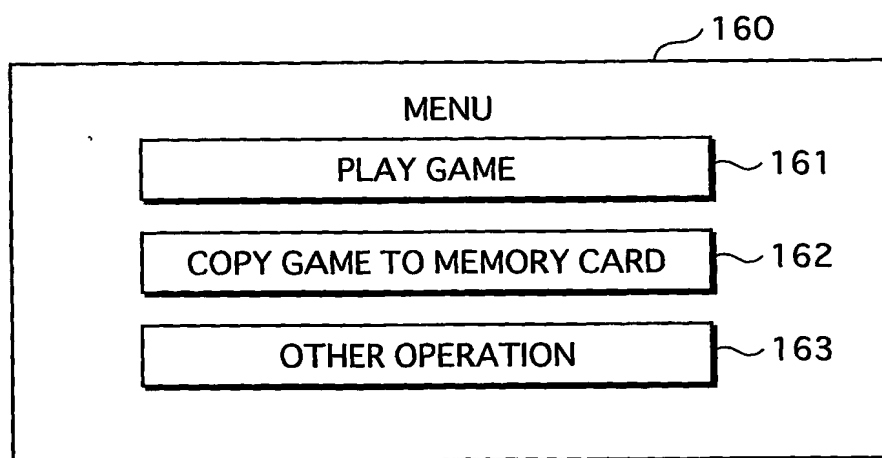


FIG.14

INSTRUCTION TYPE	
CHARACTER OBJECT GENERATION INSTRUCTION	156
BACKGROUND OBJECT GENERATION INSTRUCTION	157
DISPLAY INSTRUCTION	159

FIG.15



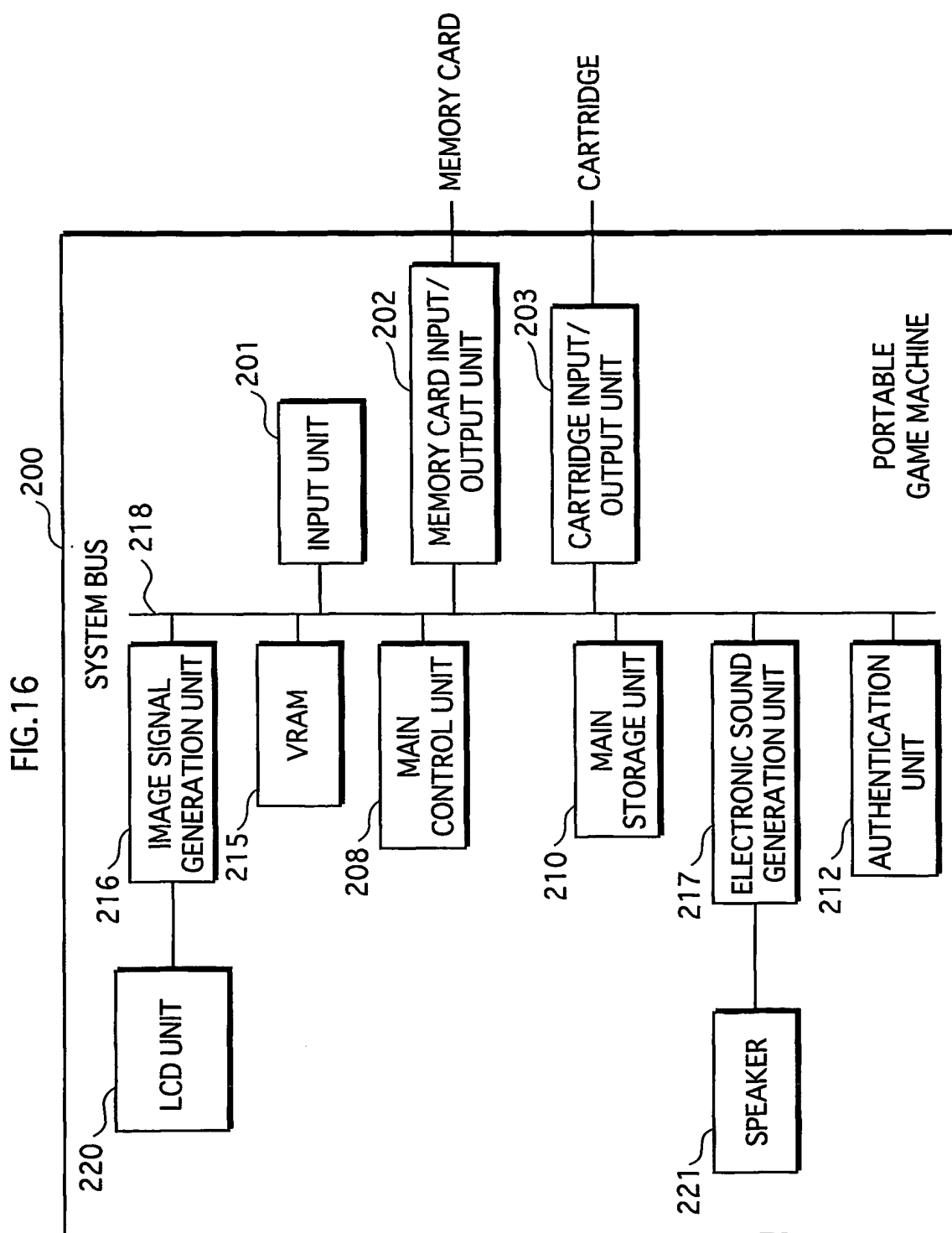




FIG.17

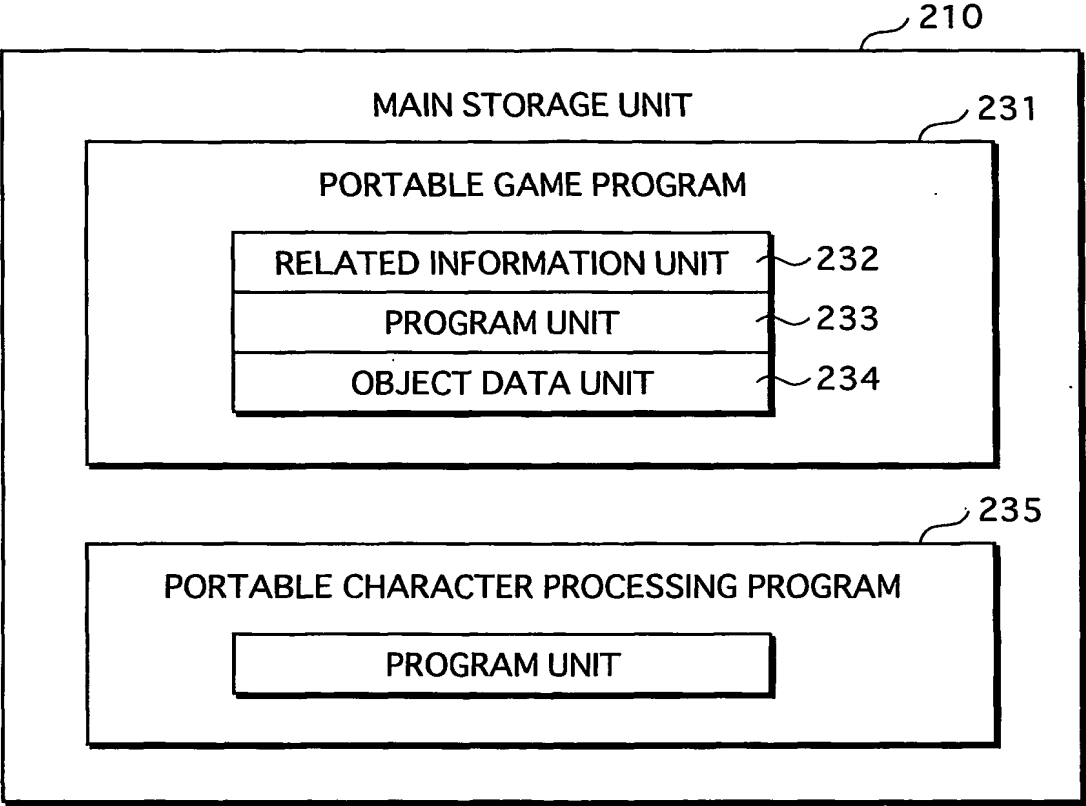
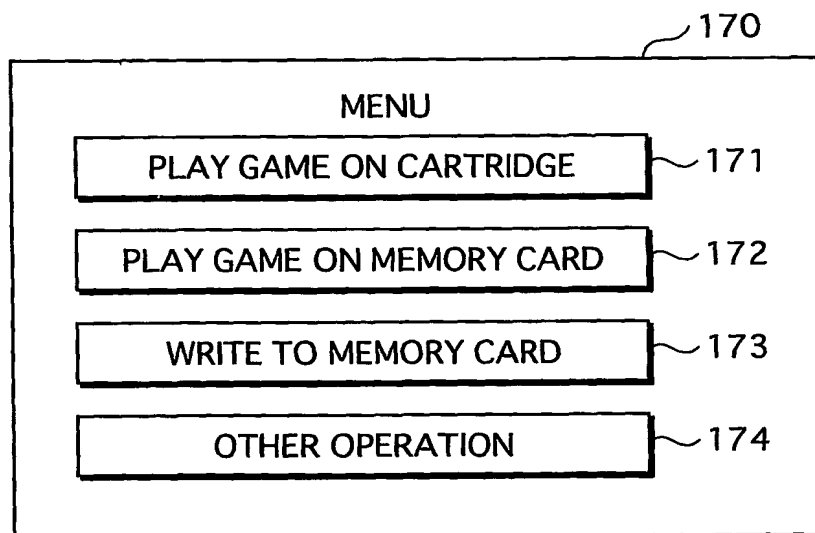
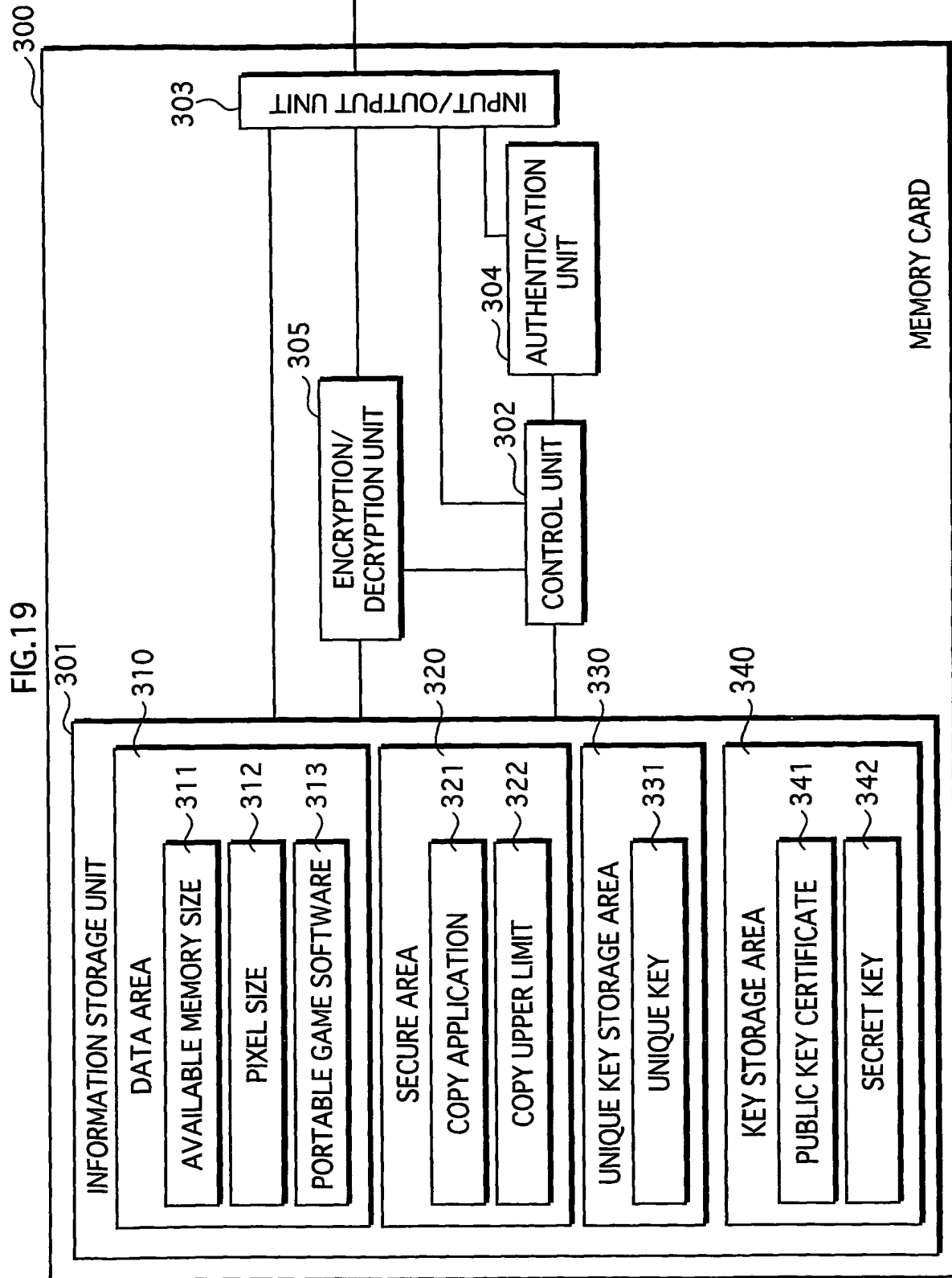


FIG.18





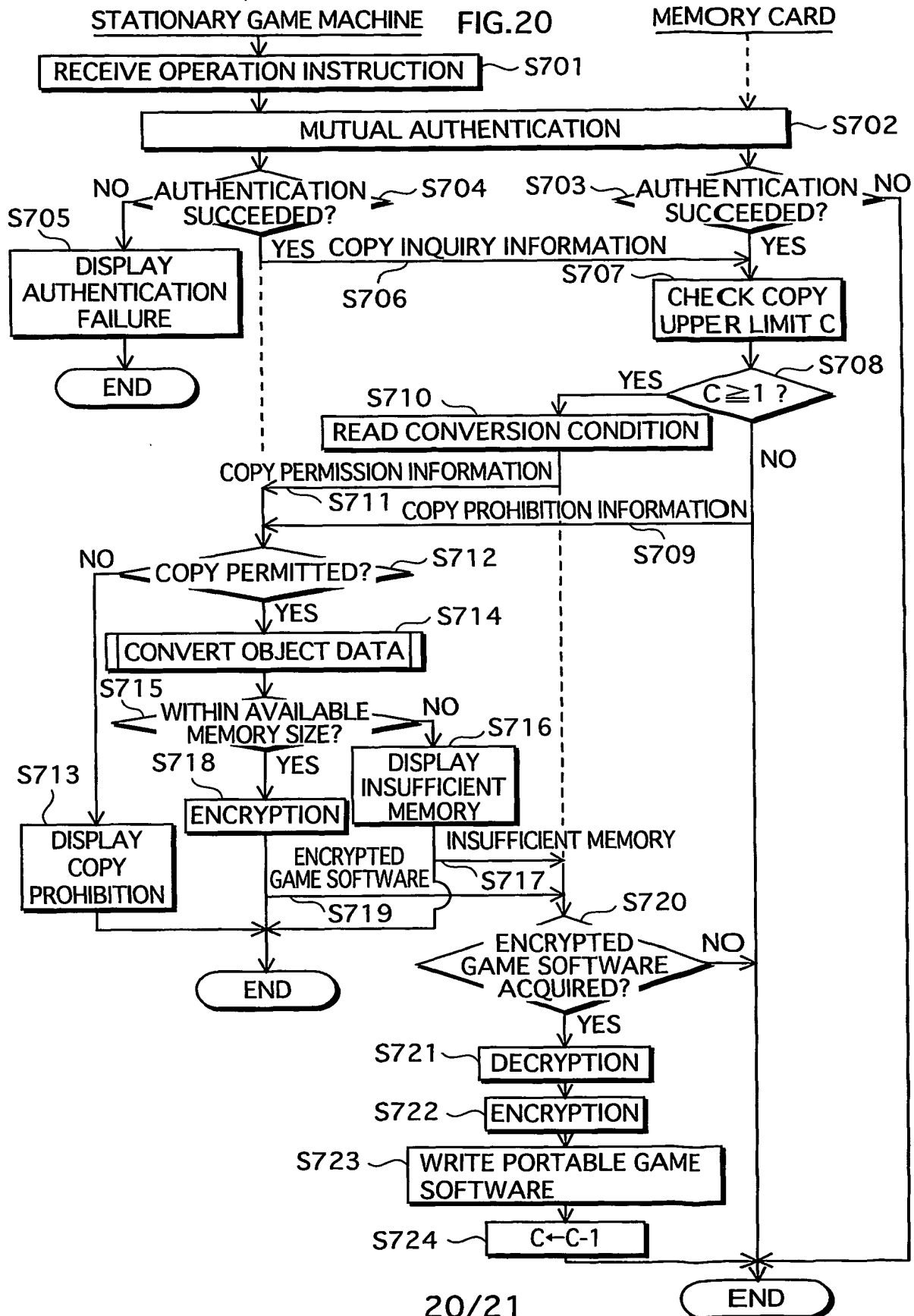


FIG.21

